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| ClassName | Round | Description |
| Attributes | -Interface Model | collaborator between the round and other aspects of the game. |
|  | -Player currentPlayer | This is the active player. |
|  | -Player otherPlayer | This is the inactive player. |
|  | -int squares[9] = 0 {0, 1, 2, 7, 8, 9} | 0 represents an unused square  1 represents a square owned by player 1  2 represents a square owned by player 2  7 represents an unused secret square  8 represents a secret square owned by player 1  9 represents a secret square owned by player 2 |
| Operations |  |  |
|  | + switchPlayer(Player) : Player | A swap method to switch the active and inactive player. |
|  | + checkSecretSquare(int) : boolean | Checks to see if chosen square was a secret square or not by looking at the squares array. |
|  | + assignSquare(int, boolean) : void | Assigns square appropriately based on Player representation and whether or not it was a secretSquare():  If Player correct, gives player square.  If Player incorrect and checkOpponentWin(square number) is false, gives opposing player square.  Otherwise, leave square as is. |
|  | + checkRoundWin() : Boolean | Checks to see if current player has won by either tic-tac-toe or by obtaining 5 squares.If true needs to synchronize itself and call notifyAll(). |
|  | + checkOpponentWin(int) : boolean | Makes a copy of current board using loop (takes care of pointer references) and then assigns square represented by parameter to board. Then it calls checkRoundWin(). If, they would win it does not assign the square. Otherwise, they do acquire the square. |
|  | + calculatePoints() : void | Calculates points:  100 points per square for current player (winning player). 25 points per square for other player (losing player). Additional 50 points for either player who acquires the secret square. |
|  | + Round(Player,Player,Interface) | Creates a new round assigning the following:  Current Player = First Player argument  Other Player = Second Player argument  Model = Interface  Calls resetBoard() in Round.  Calls assignRound(this) from Interface. |
|  | +resetBoard(): void | resets Board with 0's. Puts in random secret square (make 50% chance of one and randomly choose 0-8 in board to put it into. Calls resetBoard() in Interface. |